

PO Box 200701 Helena, MT 59620 406-444-1267

Decision Notice for the Butte Trap and Skeet Club September 11, 2008

A draft Environmental Assessment (EA) was prepared by FWP for the proposed purpose of granting funds to the Butte Trap Club for shooting range improvements. FWP is being asked to grant \$6,195 in partial funding towards the purchase of an automatic trap machine and two voice releases.

This draft EA was circulated for public comment between August 7, 2008 and September 9, 2008. During this time period, notices announcing the comment period and the draft EA were placed on FWP's website, as a legal ad placed in the **Butte Standard**, and as a news release.

FWP did not receive objections to the proposed project. We did receive a comment from the State Historic Preservation Office (SHPO) recommending that it is SHPO's position that any structure over fifty years of age is considered historic and is potentially eligible for listing on the National Register of Historic Places. If any structures are to be altered and are over fifty years old we would recommend that they be recorded and a determination of their eligibility be made.

As long as there will be no disturbance or alteration to structures over fifty years of age we feel that there is a low likelihood cultural properties will be impacted. We, therefore, feel that a recommendation for a cultural resource inventory is unwarranted at this time. However, should structures need to be altered or if cultural materials be inadvertently discovered during this project we would ask that our office be contacted and the site investigated.

FWP's response: since this project uses state funds and does not take place on state owned or controlled property, the State Antiques act does not apply to this undertaking. The department will pass along SHPOs comments to the club.

Therefore; by notification of this decision the Draft EA is hereby made the Final EA and the Butte Trap and Skeet Club will be awarded this shooting range development grant.

Kurt Cunningham Shooting Range Coordinator